AMENDMENTS TO THE ABSTRACT

Each of game machines sends result information indicating an individual ID and play result

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to a server. The server has a common ID control file and an individual game control file, which

store common points, a common ID and an individual ID, associated with each other. A CPU

converts the result information into common points, and allows the converted common points to be

reflected in the common points in the common ID control file corresponding to the individual ID.

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